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14 June 2002

**Invoice: 500010**  
Milestone Payment for Prey Project  
Milestone 10- Production Phase  
Due June 15th, 2002  
**\$150,000**

**Milestone Requirements**  
**Production Phase**

- Latest Design Document Updates Delivered
- Latest Tech Design Document Updates Delivered
- 60% of Game Content Finished
- 60% Characters Modeled
- 60% Textures Created
- 60% Level Geometry Completed
- 48% Animations Completed

**Delivered**

- Status Report
- Latest Design Document Revision (Rev 10.0)
- Note that the Tech Design has not changed, so no new update is included
- Latest Game Levels including Spherel, Spherebreed, LOTA\_Training (Land of the ancients), and latest map revisions and programmer test levels showing new tech
- New Game Models including Electrostatic Tower, Crawler (grenade weapon), rocket launcher, vomiter, and animated GUI console
- Latest Characters including new and improved girlfriend (old girlfriend model will be used as a 'generic' female model), yuppie 2, boy child, girl child, hawk and revisions to previously delivered characters and actors.
- Latest Game Textures including several new environmental textures, new character and environmental textures and latest revisions to previous textures
- Updated rough AI additions for creatures
- Latest Animations including new animations for Yuppie, Mutilated Human 1, First Person GUI hand and updated animations for previously delivered characters

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